

2-1 GENERAL: Air and ground maneuver restrictions are in the OPORDs, overlays, FRAGOs, and oral orders that are issued to the BLUFOR units, and given to the OPFOR in Combat Instructions. BLUFOR and OPFOR units will adhere to these boundary and supply route restrictions.

a. **NOTIONAL UNITS:** The only notional units portrayed at JMRC are CAS, UAV, and OPFOR artillery (152mm and MRL). There are no other notional assets except those authorized by the COG.

b. Notional unit will not be replicated in the JMRC-IS system, nor will there be adjudication or dissemination of notional unit activities or combat actions.

2-2 OFF LIMITS/RESTRICTED AREAS:

a. JMRC MANEUVER BOX:

1. BLUFOR vehicle movement is prohibited on the Outer Ring Road unless under OC escort and approved by EXCON

2. Fixed AAR Sites:

Site 1 – QV 108576

Site 2 – QV 105587

Site 3 – QV 117593

Site 4 – QV 115603

Site 5 – QV 025582

Site 6 – PV 971586

Site 7 – PV 951623

Site 8 – PV 960635

Site 9 – PV 971667

3. No wheel or track movement in or through Seibert Staked Areas.

4. No Tactical Vehicle movement on Warrior Way from Camp Polnricht to Gate 3 during D, E, and R days. Tactical Vehicles can cross Warrior Way at approved crossing points. Grids:

QV 09185537

QV 09755598

QV 10705743

QV 10775791

QV 10675868

QV 11005920

QV 11305947

5. Fixed Antenna Repeater Sites.

6. Hohenburg Castle Ruins is off limits to all vehicles and dismounted movement. Center Mass Grid: QV 031635.

7. Administrative Buildings and Latrines in MOUT Sites are off limits to all BLUFOR. IAW Chapter 10, Civil Military Operations, Paragraph 10-3.

8. STOL Strip is off limits to wheeled and track vehicles. Center Mass Grid: QV 123577.

9. 'COB Pit' vic CP 24 is off limits to BLUFOR and OPFOR. The COB Pit is the building and berm complex at Grid QV 114593.

10. Fuel Point located in Camp Polnricht is for JMRC units use only.

11. Aviation FARP Sites

(a) OP 19 FARP Site is off limits to all track movement and use as a ROM Site. Vic Grid PV 965640. The area 300 meters around the OP 19 FARP is off limits to track and wheel movement unless those vehicles are part of an Aviation unit using OP 19 FARP (See App 2, EXPRO Off Limits Areas)

(b) The Aviation FARP site at 40S (QV 05645773 to QV05695795 to QV06105754 to QV06225790) is off limits to track and wheel movement unless those vehicles are part of an Aviation unit using 40S FARP. This area is considered to be inside the perimeter of FOB Albertshof and may only be aggressed by indirect fire.

12. Unless specified in pre-rotation exercise design or combat instructions, the Northern Tank Trail from CP 1 to the intersection of Rock Road and the Northern Tank Trail (QV 061625) will be off limits to BLUFOR and OPFOR assets.

13. FOB Albersthoof. See Appendix 7 for diagrams.

(a) Towers may be moved by BLUFOR. Coordinate through Mustang or Adler OC teams for movement.

14. Plastic barricades used at TCPs must be filled 1/3 of capacity with dirt. This applies at all FOBs.

b. **BOUNDARIES:** BLUFOR units will adhere to the TF or BCT boundaries as published with the BCT or Division Order. Dismounted movement or vehicle movement is not authorized outside the boundary.

From X-1 until COM+2 on the final X day Main Post of Hohenfels is OFF LIMITs to all BLUFOR personnel unless authorized by EXCON. The only exceptions are medical care or official business and under OC escort. BLUFOR personnel found on post for other reasons than previously stated will be assessed as KIA, remains not found and are subject to a 48 hour reconstitution penalty.

c. CAVE COMPLEXES

There are four cave complexes inside the JMRC maneuver area located IVO Schwend (QV 063603), the Himalayas (PV 987656), Alpha South (PV 993576), and Charlie South (QV 128547). With the exception of the Schwend cave, all other cave complexes are single tiered. The rules pertaining to MOUT apply to units conducting activities at these sites. If a cave complex is locked, it is to be considered off limits.

2-3 DISMOUNTED OPERATIONS:

a. AUTHORIZED DISMOUNTED

PATROLS: BLUFOR and OPFOR units can plan and execute all dismounted patrols as long as they adhere to the constraints of mission times, boundaries, and/or limits of advance set by EXCON in base Operations Orders and Combat Instructions.

b. USE OF DRIVERS AND BCs ON DISMOUNTED PATROLS: If an RTD (driver or TC/BC) moves in a patrol the OC will issue him an upgraded MILES Casualty Card (MCC). Killed In Action, Remains not Found (KIA/RNF) cards are issued to all drivers and TC/BCs to ensure they are not evacuated off the battlefield and are available to move their vehicles at the conclusion of the battle. See Chapter 8, Paragraph 8-2.e.

c. OCs MOVE WITH ALL DISMOUNTED PATROLS: BLUFOR must inform OCs of all dismounted patrolling operations. BLUFOR may conduct a patrol if OC coverage is insufficient. In the event of inadvertent contact without an OC present, the senior OPFOR person present should remove his MILES and headgear and assume the role of OC to adjudicate contacts within the limits of the EXPRO.

(1) OPFOR Soldiers are authorized to conduct mounted and dismounted operations without control by OCs during COIN operations

(2) BLUFOR LP/OPs must be established with an OC present. The LP/OP can conduct limited unescorted movement and reconnaissance only after informing their OC. Unescorted movement from the LP/OP will not exceed 100 meters and no soldier will be left alone in the LP/OP or move alone on a local patrol. BLUFOR LP/OPs will not move to a new location outside of the established 100 meter radius without an OC moving with it.

d. MINIMUM PERSONNEL: All BLUFOR and OPFOR dismounted patrols and

LP/OPs will consist of a minimum of two Soldiers. BLUFOR must have FM communication capability. OPFOR may use non-standard means of communication to contact the RTOC.

e. MAINTAINING COMMUNICATIONS:

BLUFOR and OPFOR dismounted patrols and LP/OPs must maintain communications with their parent unit. If communications are lost for more than 2 hours, the patrol or LP/OP must stop and regain contact with its higher headquarters.

f. SEPERATION CONSTRAINTS BETWEEN OPPOSING FORCES and COBs.

(Dismounted) The following rules are directed to ensure safety during dismounted operations.

(1) ONE METER RULE:

(a) Soldiers and COBs will not come closer than one meter. No physical contact is allowed unless conducting search and securing type operations, and then only in the presence of an OC.

(b) No dismounted contact will be conducted with less than one meter between combatants. During MOUT operations; when contact is made within a building and combatants are within one meter of separation, Soldiers will point their weapons at the ground and fire to indicate engaging the enemy. OCs will adjudicate all contact made within the one meter rule.

(2) TEN METER RULE:

(a) No dismounted soldier will approach within 10 meters of a hostile or moving vehicle; except when escorted by an OC to conduct reconnaissance, a silent kill/inattentive soldier kill, or emplace a man portable explosive device.

(b) No crew served weapon system is authorized to be fired within 10m of an opposing force.

g. CHARGING: Defined as intentionally approaching an opposing force vehicle or personnel to gain an unsafe advantage by violating the 1/10 meter rule.

(1) OCs will assess dismounts that charge within ten meters of vehicles as casualties.

(2) OCs will assess dismounts that charge opposing dismounts within the 1/10 meter rule as casualties.

h. SILENT KILLS: OPFOR and BLUFOR Soldiers can make silent kills of sleeping/inattentive Soldiers only in the presence of an OC. When the Soldier is within 1 meter of the sleeping/inattentive Soldier, he

crosses his arms and points out the sleeping/inattentive Soldier. The OC will verify that the soldier who intends to make the kill has an appropriate weapon on hand to accomplish his silent kill. **Soldiers will not use real weapons (knives with a fixed blade or switchblade type knives) to replicate this capability. The only authorized device that may be used to replicate the capability to conduct silent kills are rubber knives.** The OC will then inform the effected soldier, tell him to put his yellow key in his harness, and hand him a KIA MCC to replace his own MCC. Under no circumstances will Soldiers make physical contact or attempt a silent kill on an alert Soldier.

i. **ASSASSINATIONS:** OPFOR may conduct assassinations only if cleared by EXCON. OPFOR requests should be forwarded by an OC or through Warrior Tango. OPFOR, the targeted COB, and PRO-COB need to be informed so the assassination can be treated like a CBI.

j. **ASSESSING DISMOUNTED CASUALTIES:** OCs assess dismounted Soldiers as casualties for the following battlefield effects:

1. Indirect Fire (See Chapter 4 Fire Support).
2. Air strikes (See Chapter 7 Aviation).
3. NBC (See Chapter 9 Nuclear Biological Chemical).
4. Mines/SCATMINES (See Chapter 5 Engineer).
5. Soldiers, who are under direct fire, not using effective cover.
6. Soldiers in bunkers receiving direct fire from an armored fighting vehicle main guns and infantry anti-tank systems (AT-4, DRAGON, TOW, JAVELIN).
7. Weapons effects in MOUT and Surface Danger Area effects.
8. Chance Contact within ten meters.
9. Contact within one meter in a MOUT environment.
10. Carl Gustaf recoilless rifle and .50 cal Sniper Rifle signature and effects.
11. Use of Body Armor. If a soldier is wearing a Level III Protective Vest (Ranger Body Armor or equivalent) and receives a torso wound, the category of injury is downgraded two categories. If wearing the body armor without the Level III plates (or fragmentation protective vest), the category of injury is downgraded one level. **KIAs, Soldiers with wounds to extremities, and head**

wounds are not subject to downgrading. The OC, at the time and location where the wound was received, will verify the soldier's vest status, annotate the injury downgrade on the soldier's casualty card, and the soldier will be evacuated IAW casualty evacuation procedures outlined in chapter 8. The adjudicating OC will annotate the DTG of injury, his/her OC call sign, i.e., "T13B", and "Body Armor Downgrade" on the soldier's MCC. For Soldiers downgraded to RTD, the OC will re-key the soldier's MILES, issue a new MILES casualty card, and allow the soldier to resume combat operations **only when the current contact has ended.** (Current contact is defined as the current direct fire engagement between the injured soldier and an opposing force.)

k. **DISMOUNT MILES BERMS:**

1. Soldiers engaging vehicles or personnel from concealed but not covered positions (behind piles of loose soil, rocks, foliage or man made objects or window shutters, barrels, debris in MOUT) that can defeat MILES lasers, but do not have the capability to defeat small arms fire or kinetic energy direct fire weapons, are assessed as casualties if taken under direct fire.
2. COB and OPFOR personnel not wearing a MILES halo or Spier MILES must ensure their MILES harness is exposed when engaging the enemy. Personnel not presenting a MILES sensor when engaging will be assessed as casualties.

l. **ACTIONS OF DISMOUNTED CASUALTIES:**

1. When an individual soldier's MILES sounds continuously, the individual is considered a casualty. When Soldiers become casualties, they must sit or lay down, remove their headgear and insert their yellow key into their MILES harness. Casualties must not provide any operational/tactical assistance to their units. Once the OC has annotated the MILES casualty card, the casualty must adhere to the instructions on this card. A wounded soldier can only provide tactical information to his unit commensurate with his injury. The soldier cannot move from the point where he became a casualty. If it is determined by an OC that the soldier can provide information, the OC will re-key the soldier. The soldier must clear his weapon, magazine out, and put on his Kevlar helmet or proper headgear. Upon conclusion of the engagement and prior to entering the casualty evacuation system, the soldier's yellow key is returned to the torso harness. If the torso

harness is activated a second time, the soldier is assessed as a KIA.

2. Upon conclusion of the engagement, WIA Soldiers can be evacuated to medical attention, move with the patrol in accordance with the limitations or requirements for dismounted transportation of the casualty, or remain in place with other WIAs. If remaining in place the WIAs must be in a group of five or more Soldiers, have communication capability, not move from that site unless transported by a BLUFOR MEDEVAC and an OC is informed that these Soldiers are being MEDEVAC-ed.

3. During dismounted movement, if individuals are assessed as KIA or DOWs, they will continue to move with the patrol. Their Kevlar's will be off and weapons slung on their shoulders. When there are five or more casualties (KIA or DOWs) in the patrol they will form a dismount dead pool.

m. **DISMOUNT CASUALTY DEAD POOL:** When a patrol has 5 or more casualties, the OC moving with the patrol will form a dismount dead pool. OCs will inform the casualties to remain in place until they are evacuated to the Mortuary Affairs site by a BLUFOR element. If Stationary, they monitor the radio (if they have a radio), maintain two personnel awake at all times, and occupy a position that would not interfere with vehicle movement. The OC and chain of command will ensure casualties will have a way of signaling armored vehicles during both day and night.

n. **WEAPONS WEIGHT REPLICATION:** OPFOR and BLUFOR Soldiers will carry weights for all types of ammunition not available in blank form. (DRAGON, AT-4, TOW, JAVELIN) See Chapter 8, Table 8-5, for Ammunition Weights.

o. **BACK BLAST AREAS:** OCs will enforce the normal back blast and over pressure safety zone for any weapon system emitting a back blast hazard. OCs will assess any person located within the back blast area as a casualty. See EXPRO Table 8-5 for Back Blast areas by weapon system.

p. **THROWING OBJECTS:** Throwing objects of any type (rocks, sticks, trash, etc) at Soldiers, COBs, vehicles, or equipment is prohibited except where specifically authorized by the EXPRO or during the conduct of a directed CBI under OC supervision.

q. **SEARCHING VEHICLES AND EQUIPMENT:** Opposing vehicles and COB vehicles/equipment will not be touched or mounted, unless conducting a search under OC supervision.

1. Catastrophically destroyed vehicles have no search value, and will not be searched by opposing personnel.

2. See Chapter 3, para 3-8, Captured Enemy Equipment for additional instructions.

r. **HAND GRENADES, SACHEL CHARGES AND MOLOTOV COCKTAILS.**

1. **Device Requisition:**

(a) BLUFOR Hand Grenades and Satchel charges must be requisitioned on valid 581's and 5515's prior to unit constructing devices.

(b) OPFOR device numbers must be approved by the RTOC. OPFOR devices must be constructed outside the maneuver box boundaries and infiltrated with OPFOR Soldiers and equipment.

2. **Device inspection:** All BLUFOR devices are inspected by OC's and OPFOR devices by the first NCO in the COC. Rocks found in any device will render it unserviceable. Once proper requisition and construction are verified, the OC (BLUFOR) or NCO (OPFOR) will sign the device chemlight with an alcohol pen, verifying it is an authorized and safely constructed device. (This ensures the correct number of devices are used by each element and old devices are not reused).

3. **Device Constraints:**

(a) BLUFOR and OPFOR Soldiers will attempt to notify an OC prior to employment of these devices. If this is not practical due to the tactical situation or risk of compromise, Soldiers may still employ the device and OCs must adjudicate as quickly as possible.

(b) Devices may be placed or lobbed. ***At no time will a device be thrown overhand at a speed that could injure personnel ('baseball style').***

(c) Once a device is deployed, it cannot be picked up and thrown back.

(d) At no time will any device be thrown, tossed or placed on an Aircraft. To simulate use against an aircraft, personnel must inform an OC of their employment plan and then place the device under the front nose of the aircraft.

4. **Hand Grenade:**

(a) **Hand Grenade:** Blue training hand grenades with training fuze will be used to replicate live hand grenades to clear rooms, buildings, or other fixed structures. Blue

training hand grenades with training fuze may also be used to destroy equipment. Pyrotechnic simulators will not be used by player units. Hand grenades will not be used for any other purpose.

(b) **Hand Grenade**

Employment: Soldiers must ensure an OC is available to adjudicate prior to employing a Hand Grenade. Hand grenades may only be lobbed underhanded into rooms at targets 5 meters or less away. Grenades will not be deliberately thrown at personnel. Personnel inside the room, or unprotected within 5 meters are assessed IAW the MILES casualty card. Grenades will not be thrown back, nor will a soldier use his body to shield other Soldiers from the effects of the grenade. Grenades will not be touched until they have detonated. The blue training hand grenade nor fuse will not be used as a booby trap.

5. Satchel Charge:

(a) **Satchel Charge**

Construction: Satchel charge replication in the box is the US M183 satchel charge containing 20 lbs of explosives. Satchel charges may be replicated using M18A1 Claymore bags or similar bandoleers containing 20 pounds of loose sand, dirt or DES chalk. A green chemlight is tied to the bag with nylon parachute cord to replicate the fuse igniter and time fuse. OC's assess personnel as KIA within 20 meters direct personnel to initiate their MCC within 50 meters.

(b) **Satchel Charge**

Employment: Satchel charges will only be used when an OC is physically on site. To arm the satchel charge, the soldier will break the chemlight and emplace the charge at or on the intended target. OCs will wait 30 seconds from the time the chemlight is broken, set off a grenade simulator, and assess casualties.

6. Molotov Cocktails:

(a) **Molotov Cocktail**

Construction: OPFOR Soldiers may employ field expedient devices, such as the Molotov Cocktail. Molotov Cocktails will be simulated with an empty one liter plastic bottle, ½ full of water, with a red chemlite taped to the top to replicate the rag fuse.

(b) **Molotov Cocktail**

Employment: Soldiers must ensure an OC is available to adjudicate prior to employing a Hand Grenade. Arm the device by breaking the attached chemlight and lob the device at the intended target. OC's will assess casualties and

equipment damage within a 10m radius of where the device lands, dependent on terrain and protective barriers.

s. **CLAYMORE MINES:** An OC must be present during simulated detonation of claymores. The OC will throw a hand grenade simulator to simulate detonation and will assess casualties within a 50m fan. Units must use training claymores with appropriate firing devices.

t. **JAVELIN MISSILE:** JAVELIN missile engagements against MILES 1/MITS vehicles are assessed as Catastrophic Kill regardless of the SBDA packet if the targeted vehicles CVKI light indicates a hit.

1. OCs will manually adjudicate JAVELIN engagements if the gunner has line of sight on a target whether in direct or top attack mode.

2. JAVELIN missile firing is replicated by a hand grenade simulator for each missile fired. JAVELIN engagements will give a 09 Kill Code (M202 Flame). When fired from inside bunkers or rooms, OCs will assess casualties to overpressure if the system is not in the "Soft Launch" mode.

3. Infantry platoons have two FTT (field tactical trainers) or two CLU (command launch units) by MTOE. Every round programmed into the FTT must be replicated by a concrete training round at the location of the operator. Firing more than the carrying capability of the element is MILES cheating and the OC will assess Soldiers as MILES Cheat casualties.

u. **CARL GUSTAV RECOILLESS**

RIFLE: All Carl Gustav recoilless rifle engagements will be manually adjudicated. Each round fired will be replicated by a hand grenade simulator the effects assessed by an OC using a controller gun.

1. Illumination rounds will not be replicated at the JMRC.

2. Smoke rounds will be marked by an OC or firemarker. The gunner must notify an OC that he is firing smoke and indicate the target. An OC or firemarker will drop one HC smoke at the point of impact.

3. HEDP rounds on buildings will result in a 36 inch breach (where available), 100% KIA in the targeted room, and destruction of all equipment in the room. HEDP rounds fired at a bunker results in 100% casualties in the targeted bunker IAW casualty card.

v. **.50 CAL SNIPER RIFLE:** All engagements with the Barrett Sniper Rifle will be OC adjudicated (with the OC Control Gun).

1. A blank 50 CAL round will be fired as a weapon signature.

2. Silenced weapons are not replicated.

3. An armor-piercing round has the ability to penetrate the BRDM and cause either a mobility kill or personnel kill, depending on the point of aim.

4. The maximum effective range is 1500m if the shooter has cleared his barrel prior to the shot, has an unobstructed shot (no sticks or leaves), a free-floating barrel (supported only by the rifle's bipod), set the scope IAW range and wind, and has a stable firing position.

w. **M24 SNIPER RIFLE:** Blank ammunition and the 7.62 MILES laser are used to replicate the effects of the M24 Sniper Rifle.

x. **TACTICAL SHOTGUNS:** Personnel may use shotguns to breach wooden doors provided that they have the ammunition on hand. The person utilizing the weapon must gain the attention of an OC and then fire his weapons into the lock of the door. The OC will replicate the firing of the shotgun with one grenade simulator and then ensure the door is unlocked so that personnel may move through the door.

y. **M203 and MK-19 GRENADE LAUNCHERS:** Is replicated utilizing the same MILES as on the OPFOR BMP or the M2 PFV. The MK 19 must be mounted on a MILES II equipped vehicle so the weapons effects can be adjudicated from the TAF. The unit must also use the RDA's so "all" the ammunition cannot be accessible.

z. IEDs, VBIEDs, and Suicide vests:

1. OPFOR IEDS will consist of the following configurations with a detonation and triggering devices;

- (a) 5 Gallon Fuel/ammo can
- (b) 82mm Mortar round rigged with C4 to explode by command detonation
- (c) 120mm mortar or 155mm artillery round rigged with C4 to explode by command detonation
- (d) AT Landmine rigged with TNT to explode by command detonation
- (e) 155mm artillery canister filled with TNT and shrapnel rigged to explode by command detonation.

2. IEDs

(a) OPFOR may attack BLUFOR and COBs with IEDs. OPFOR will simulate IEDs with artillery or mortar round training devices and use the IEDES system. OPFOR must have a detonation and triggering device installed.

OPFOR will construct all IEDs inside BLUFOR boundaries. O/Cs will adjudicate IED engagements. IED effects will vary depending on the type of explosive, distance from BLUFOR/COBs, and the number of explosives used. O/Cs will adjudicate vehicles and personnel by stopping damaged and destroyed equipment and personnel near the point of detonation.

(b) OPFOR will report through Warrior Tango the location of IEDs which will be entered into the IS system and labeled appropriately. OPFOR and OCs will utilize IEDES to replicate the detonation of an IED. If IEDES is unavailable, the onsite OC will use one artillery/grenade simulator per IED to replicate the detonation. Adjudication of casualties will be in accordance with the IED tables (Appendix 5).

3. VEHICLE BORNE IMPROVISED EXPLOSIVE DEVICES (VBIED).

OPFOR may attack BLUFOR and COBs with VBIEDs. OPFOR must have a detonation and triggering device installed. Fire Markers will provide audio and visual effects for VBIEDs. O/Cs will adjudicate VBIED engagements. VBIED effects will vary depending on the type of explosive, distance from BLUFOR/COBs, and the number of explosives used. O/Cs will adjudicate vehicles and personnel by stopping damaged and destroyed equipment and personnel near the point of detonation. VBIED employment:

a. Hasty. OPFOR loads constructed artillery/mortar IEDs into a Non-Tactical Vehicle (NTV) and moves to a target. OPFOR must construct the VBIED inside of BLUFOR boundaries.

b. Complex. A pre-constructed, remotely detonated VBIED directly linked to a specific unit training objective. Fire Markers will replicate this VBIED with an NTV, and a vehicle mounted Fire Marking Unit (FMU) with one to six flash-bang and smoke pyrotechnic devices. Insurgent role players will construct this type of VBIED beyond the BLUFOR boundaries and infiltrate it to its target. If BLUFOR intercepts a complex VBIED before it reaches its target, the Fire Marker will detonate the VBIED and an O/C will assess effects. O/Cs will then escort the NTV and role players out of the training area.

c. Adjudication of both modes of VBIED will be in accordance with the VBIED table (Appendix 6). Once the event is terminated the OC will escort the VBIED out of the box to the RTOC. If the FMU Car Bomb is unavailable,

Dragon firemarkers or OCs will replicate the effects of the car bomb utilizing 3 artillery/grenade simulators and a smoke pot or 2 smoke grenades. If executed as a suicide VBIED, the OPFOR occupants will be assessed as KIA, and are not be competitive for 24 hours. Due to limited resources, the OPFOR NTV is immediately reconstituted upon return to the RTOC for mission support, but cannot serve as a VBIED for another 24 hours.

4. **SUICIDE BOMBER:** A Suicide bomber will be replicated by an OPFOR soldier wearing a M203 grenade vest with (6) six simulated blocks of C4 in the pouches. OCs will adjudicate in accordance with the suicide bomber table (Appendix 6). If detonated inside a building, OCs will replicate the explosion by detonating two grenade simulators outside the building. If executed outside, the OCs will use two grenade simulators to replicate the detonation. Once the event is terminated, the suicide bomber must return to the RTOC and is not competitive for 24 hours. See Annex 6, EXPRO for diagrams of IEDs and IED and VBIED Adjudication Tables.

aa. **USE OF PATROL CAPS:** Patrol caps and 'Boonie' caps are authorized for dismounted BLUFOR and OPFOR personnel IAW unit SOPs approved by the unit commander.

1. Kevlars will be worn during wheeled, tracked or aircraft movement.

2. BLUFOR must wear functional MILES HALO or Spider MILES must be worn with the patrol cap at all times.

3. OPFOR must have Kevlar assessable to ensure their safe transport if captured or evacuated.

4. Personnel will follow the uniform requirement in Chapter 11, para. 11-3.c. when not conducting dismounted tactical operations.

bb. **USE OF CACHES:** Units are authorized to competitively establish sustainment or re-supply caches.

1. BLUFOR must report all Cache locations within 1 hour of emplacement.

2. After COM, BLUFOR caches will be recovered.

3. During High Intensity Rotations (HIC) BLUFOR units cannot establish caches forward of the FLOT.

cc. **LONG DURATION OP AND RECONNAISSANCE PATROLS:** BLUFOR units will ensure scouts, BRT and COLT elements conducting long duration operations (in

excess of 24 hours) have sufficient water and Class I for the duration of the mission.

1. If an element runs out of water during the mission and no re-supply is executed within 4 hours, the Senior Task Force OC is the approval authority to allow the element to remain on the battlefield or assess the element as a safety casualty and have the OCs extract the element for safety reasons.

2. Soldiers cannot use field expedient methods to obtain drinking water. Only potable water will be consumed.

3. **BLUFOR units must maintain regular communications with their higher headquarters. If the forward patrol/OP loses communications with their higher HQ for two hours, the patrol/OP will stop and regain communications.**

4. **OCs must be present for all long duration patrols/ Ops.**

2-4 MOUT OPERATIONS:

a. **TRACK VEHICLES:** Track vehicles will enter the MOUT site only on existing roads and must stay on these roads at all times. Pivot/neutral steering is not allowed. M1 tanks can maneuver in Ubungsdorf with the following restrictions:

1. The three tunnels and culverts are classified as 60 metric ton and can only support one-way M1 traffic.

2. Tunnels and culverts are designated with bridge classification signs and painted crosswalks on the streets

3. No M1 two-way traffic is allowed in the designated areas. M1s cannot remain stationary over these tunnels or culverts.

b. **WHEELED VEHICLES:** Wheeled vehicles must enter the MOUT site on existing roads and stay on these roads as much as possible.

c. **BUILDINGS:** Units can obstacle windows and other openings but may not completely block them. No other modifications may be made to structures. BLUFOR and OPFOR may place obstacles inside buildings to disrupt movement between rooms or floors. However, if an OC determines the obstacle creates a safety issue, the OC may direct the obstacle be removed.

d. **PYROTECHNICS:** Smoke grenades, CS grenades, and pyrotechnic simulators will not be used in the sewer system or inside buildings in the MOUT sites. DES may be used to create mouse-holes (where available) if under the direct supervision of an OC. DES will not be

used against permanent structures (i.e. existing doors).

e. **BUILDING ROOFS:** No more than eight personnel can be on a flat roof at one time. Sloped roofs are off limits.

f. **RAPPELLING:** Fasten ropes only to anchors provided in the building. Do not fasten rappelling ropes to other parts of the building. Aircraft rappels or fast roping is not authorized on sloped roofs.

g. **CONNECTING BUILDINGS:** Rope slides or make shift platforms used to go from one building to another building are not authorized.

h. **BOOBY TRAPS:** Units may simulate booby traps by using any flash producing or noise making trip device IAW types below. OCs will assess casualties within a 10m radius any time a trip flare or flash device activates. Booby traps and trip wires will not be placed higher than two feet from the floor or ground.

i. **BOOBY TRAP TYPES:** BLUFOR booby traps represent M16A2, M18A1 and expedient blast devices when allowed by current executive orders and directives. The unit must have the correct training Class V on hand to simulate the booby trap.

j. **ARTILLERY AND MORTAR EFFECTS IN MOUT:** The following guidelines will be used to assess damage to buildings and casualties to personnel from Indirect fires in MOUT.

1. In order to receive credit for damaging or destroying building roofs, walls or interior floors the unit calling for fires must provide a 10-digit grid to the building, and the grid must be directly on the building to receive effects to the building (roof, floor, wall).

2. Buildings that are destroyed will be marked around their entire perimeter with orange tape and a red chemlights on each corner of the building. Soldiers inside the building will be assessed IAW their BDA cards.

k. **MOUT STREET LIGHTS.** Units are able to extinguish streetlights in MOUT sites by destruction of the power production / distribution facility or negotiate with local authorities.

2-5 MOUNTED OPERATIONS:

a. **CROSS LEVELING:** Vehicles that are catastrophic kills offer no salvage or cross-level value. Ammunition, radios, equipment or supplies cannot be taken off a dead vehicle. SBDA vehicles that are firepower, mobility, or communication kills may cross-level

ammunition, equipment, and personnel based on OC approval.

b. **DIRECT FIRE AGAINST INDIVIDUAL FIGHTING POSITIONS AND BUNKERS:** All tank and AT weapons will render individual fighting positions and bunkers as destroyed. The personnel inside the bunkers will be assessed by the OC as a casualty and will put their MCCs into effect.

c. **MILES BERMS:** Vehicles engaging from concealed but not covered fighting positions behind piles of loose soil, rocks, foliage or man made objects that can defeat MILES lasers, but do not have the capability to defeat kinetic energy direct fire weapons, are assessed as casualties if taken under direct fire.

d. **LOADING TOW MISSILES:** All vehicle and ground TOW systems must be reloaded using the Missile Simulation Round (MSR) IAW the appropriate battle drill. An ATWESS will be loaded into the MSR, which is then reloaded into the weapons system.

e. **BRADLEY UPLOAD:** M3 and M2 Bradleys will upload no more than 310 25mm cannon rounds and 7 TOW rounds for a M2 and 12 for a M3.

f. **M1A1 UPLOAD:** M1 series tanks will have a maximum of 40 rounds of 120mm ammunition keyed in the MILES system. Additionally, M1 series tanks will load no more than 40 rounds of M30 Pyrotechnic into the Main Gun Signature Simulator (MGSS).

g. **BORESIGHTING VEHICLE MILES:** Prior to Boresighting and zeroing on a combat vehicle, the training unit must coordinate with their OC for ammunition upload, and resurrection through the TAF.

h. **ACTIONS OF VEHICLE CREWS CATASTROPHICALLY DESTROYED:**

1. See paragraph 2-8.i.1.
2. See paragraph 2-8.k.3 thru 5.
3. Crew Members or

passengers will not throw smoke or other pyrotechnics to mask other vehicles or personnel after the vehicle has been assessed a catastrophic kill.

4. If actions are taken after being assessed as a catastrophically destroyed vehicle that will assist their unit, the vehicle and crew are in violation of the EXPRO and are further assessed as MILES Cheat kills and the entire crew will be assessed as non-battle casualties.

5. DYING BREATH:

(a) Vehicle commanders can transmit one "Dying Breath" transmission

notifying the unit that they have been catastrophically killed.

(b) The transmission will be limited to a standard vehicle call-sign, time and "Catastrophic Kill".

k. BLUFOR Vehicle Launched Smoke:

1. Conduct Home Station Training on Loading, Discharging, and Misfire procedures for the smoke grenades.

2. During the STX period (OFT training) demonstrate proficiency to their OC that they know how to load, clear the SDZ, discharge and conduct misfire procedures with the smoke grenades.

3. Prior to firing the smoke grenades announce to their OC their intent to fire and wait for his approval. (OCs are the final approval authority for firing vehicle smoke grenades. An OC can deny the use of vehicle launched smoke even if all individual and unit requirements are met.)

4. Prior to firing meet all crew safety postures, visually clear the SDZ of dismounts and vehicles not in the open protective or closed hatch position.

5. In case of misfire act IAW the TM and OC Instructions.

6. Prior to LD have posted authorized grenade smoke FFAs on TC/BC map.

7. Grenades loaded NET the final PCI (LD-2).

8. Grenade launcher remains in the safe position until authorization to fire is given by the covering OC.

9. **If a unit/individual violates the constraints and limitations listed above, the unit/individual will be directed to download all smoke grenades and denied permission to fire smoke grenades in subsequent missions until the following is met:**

(a) Completion of a 15-6 Investigation with findings and recommendations to their Division Leadership.

(b) 15-6 states the unit/individual has been re-trained on the proper TM and safety procedures for operating the smoke launcher.

(c) The Division Leadership determines the unit/individual will be authorized to continue to use vehicle smoke grenades.

2-6 MILES II/SAWE: See Chapter 8, Combat Service Support for additional information on personnel and vehicle MILES/SAWE assessment. MILES rules the battlefield. In those events where MILES/SAWE can not determine an outcome, OC's will assess

casualties in accordance with the rules outlined in this EXPRO.

a. **MCC AND SAFETY CARD:** Prior to the beginning of the exercise, an OC will issue a MILES Casualty Card (MCC) to all personnel operating forward of the BCT rear boundary. The MCC and the Safety Card will be kept with the soldier at all times. All personnel will wear an operational Man Worn Laser Detector (MWLD) and Helmet Harness (HALO), or spider MILES for scouts, snipers or BRT Soldiers at all times within the BCT boundary.

b. **DETECTOR BELTS:** Vehicle detector belts are mounted IAW the operator's manual and kept clean. Personal gear and camouflage nets will not cover sensors. OPFOR and BLUFOR vehicles fighting from fighting positions must expose their sensor belts while engaging. Crews who fail to unmask their sensors while engaging are MILES Cheating and will be assessed as destroyed (SBDA MILES CHEAT KILL).

c. **FUNCTIONING INTERCOM:** The audio cable of the MILES system must be hooked up and functioning at all times. Vehicles without a functioning intercom must have a ground guide.

d. **NON-MILES VEHICLES:** On wheeled vehicles or support vehicles without MILES, the driver's MWLD represents the vehicles' MILES. OCs will adjudicate engagements involving non-MILES vehicles.

e. **BATTERY RESUPPLY:** Units will receive an initial issue of batteries when drawing MILES equipment and replacement of batteries is a unit responsibility. MILES batteries must be kept in place.

f. **BLUFOR RESPONSIBILITY:** It is the unit's responsibility to properly use MILES equipment, to identify malfunctioning equipment with the OC, and to correct MILES equipment malfunctions through the use of the MILES contact team (Raytheon).

g. VEHICLE MILES:

1. All weapons systems must emit a signature when firing. An M30 Pyrotechnic, HOFFMAN, ATWESS, FLASHWESS, MGSS, or blank ammunition must be fired to initiate a direct fire engagement. A vehicle or dismounted weapon system not emitting a signature must stop engaging, and correct the problem. There are no 'administrative pauses' to upload MGSS, HOFFMAN, or ATWESS systems, battlefield effects remain in effect while the crew reloads.

OCs will kill weapon systems firing without emitting a signature.

2. Master switches are kept on at all times.

3. If a vehicle cannot be killed due to inoperable MILES, the vehicle may move with the unit until the first contact is made. An OC will then assess the vehicle for damage and personnel will initiate their MCC. Prior to FOB SP (COIN), mission LD (MCO), or defend no later than time, personnel with operable MILES, vehicle/personal equipment, Class V, and weapons may be cross leveled.

4. If the vehicle's MILES malfunctions after SP, LD or Defend No Later Than time, the vehicle becomes a SBDA for either firepower or mobility. If the vehicle is not in contact, the unit may cross-level personnel. If in contact, all personnel on board become casualties and the vehicle becomes a catastrophic kill.

5. Any effort to shield the effects of MILES/SAWE by a player will be a Cheat Kill and reported to the EXCON and the unit chain of command immediately.

h. **SAWE-RF/MILES II BDA:**

1. **CATASTROPHIC KILL:** A vehicle assessed as a catastrophic kill will receive an audio signal through the vehicle intercom system, and the Combat Vehicle Kill Indicator (CVKI) light flashes continuously. The vehicle will halt in place and remain there until recovered. If the vehicle is killed, and the CVKI light is malfunctioning, the crew will immediately display a yellow flag from the top of the vehicle. No further action by that vehicle or crew is permitted. Crews will cease firing weapon systems and cease all transmissions on the radio following the 'last breath' transmission. For vehicles equipped with a gun tube, elevate the gun tube and place it over the back deck. For vehicles equipped with a TOW or other type of missile launcher, place the launcher in the stowed position. Howitzers will place the gun tube on the deck at minimum elevation. The crew self-kill their MWLD, put their MCCs into effect, and initiate appropriate first aid measures

2. **MOBILITY KILL:** A vehicle assessed as a mobility kill will receive an audio signal through the vehicle intercom system. It immediately halts in place and ceases all movement. Any further movement results in a cheat kill. A vehicle assessed as a mobility kill may still use its weapons and communications systems until it becomes a firepower, commo or catastrophic kill. At that time, the vehicle and its

crew will comply with EXPRO requirements for that type of kill.

3. **FIREPOWER KILL:** A vehicle assessed as a firepower kill will receive an audio signal through the vehicle intercom system. All use of the weapons system(s) immediately ceases. The MILES system will concurrently disable the main weapons system, preventing its further use. Any attempts to use auxiliary weapons systems will result in a cheat kill. A vehicle assessed as a firepower kill may still move and use its commo systems until it becomes a mobility, commo or catastrophic kill. At that time, the vehicle and its crew will comply with EXPRO requirements for that type of kill.

4. **COMMO KILL:** A vehicle assessed as a commo kill will receive an audio signal through the vehicle intercom system. All radio transmissions immediately cease. Any further radio transmission will result in a cheat kill. A vehicle assessed as a commo kill may still move and use its weapons systems until it becomes a mobility, firepower or catastrophic kill. At that time, the vehicle and its crew will comply with EXPRO requirements for that type of kill.

5. **CHEAT KILL:** Cheat kills are a result of one or more violations of the EXPRO. A cheat kill will be implemented automatically through the SAWE-RF/MILES II system or manually by an OC's control gun. Cheating will result in OCs reporting the incident(s) to the offender's chain of command and, in the case of OPFOR to the EXCON.

(a) Knowingly circumventing the MILES system, by removing batteries, taping MWLD buzzers, or using "shaved" keys, or in another way making the MILES system not operate properly is not authorized. When MILES Cheating is identified OCs will assess the vehicle as a SBDA Catastrophic Kill and the crew will be assessed as KIA.

(b) Soldiers with a green key in the 'box' will automatically be assessed Cheat Kills.

i. **NEAR MISSES:** Each near miss signal is a warning to the player that he is being engaged by fire (direct or indirect). The TC and driver will know the difference between a kill and a near miss because the system sounds a continuous buzz when killed, but only a series of beeps for a near miss. A near miss can flash the CVKI light on the vehicle up to five times. A near miss can also occur when a target is engaged by a weapon not capable of destroying

the vehicle. Vehicles may continue to move during a near miss.

j. **PERSONAL MILES: (BLUFOR and OPFOR)**

1. Personnel not wearing MWLD within the BCT Boundaries, or wearing inop MWLD, after being told by an OC to fix or exchange the MWLD, become casualties and receive a new casualty card requiring their evacuation as a non-combat casualty.

2. When the MWLD harness sounds continuously, the soldier is a casualty. The soldier will cease firing his weapon system and insert the yellow key into his harness. If dismounted, the individual will move to a safe location, sit down, put his MCC into effect, and take no further combat actions. RTDs see 2-3.p.1.

3. RTDs on Catastrophically Destroyed Vehicles:

(a) 11B/19D personnel that are passengers on a M2/M3 BFV, and have a Return To Duty (RTD); MILES Casualty Card (MCC) can continue mission if the vehicle they are on becomes a Catastrophic Kill.

(b) In order to continue mission the 11B/19D RTDs must:

(1) Follow the instructions on the RTD MCCs.

(2) Continue mission based on unit leader guidance and under OC control.

(c) The requirements and limitations for dismounted operations enumerated in Chapter 2, Paragraph 2-3 remains in effect.

4. Personnel aboard vehicles having other than a catastrophic kill code can dismount if their MCC allows and may cross-level after coordination with an OC.

5. **LEADER'S ADDITIONAL LIVES:** Key leaders may transfer to another vehicle if their assigned vehicle is destroyed, but only after they have complied with their Return To Duty (RTD) card instructions. They may do this once per battle, based on OC assessment. If they become a casualty a second time, the key leader becomes a KIA RNF. However, they are authorized to participate in MDMP and/or TLPs.

2-7 BATTLEFIELD EFFECTS: Due to certain limitations of MILES/SAWE, OCs use control guns to kill or near miss BLUFOR or OPFOR personnel and vehicles so that they experience the effects of mines, artillery, and air strikes.

a. **EFFECTS OF ARTILLERY ON VEHICLES AND PERSONNEL:** See Chapter 4 Fire Support.

b. **EFFECTS OF A MINE STRIKE ON VEHICLE/INDIVIDUAL:** See Chapter 5 Engineer.

c. **EFFECTS OF NBC:** See Chapter 9 Nuclear Biological Chemical.

d. **EFFECTS OF FASCAM/SCATMINES:** See chapter 5 Engineer.

e. **UNAUTHORIZED PYROTECHNICS:** See Chapter 11, Safety, para. 11-9.b.1

f. Destroyed equipment will be marked as destroyed with fluorescent orange tape. Damaged equipment will be marked with yellow tape.

g. **Direct Fire Breaches.** Direct fires may be used to create breaches by firing only at pre-designated breach positions with the appropriate weapons system. Fires at other points will cause "holes" and/or BDA to personnel inside of the building. OCs will determine when sufficient direct fire has hit a building to create a breach and when this fire will cause personnel in the room of impact to be casualties IAW their MILES cards or to be suppressed. Weapons effects for building entry will be replicated at existing breach sites, doors, and windows. DES or simulators may be used outside of buildings at existing breaches to indicate hits. When the appropriate number and type of rounds have been fired, an OC will replicate effects.

h. **Manual Breaches.** Interior and exterior walls are constructed of concrete masonry unit, (CMU). Units may simulate explosive devices using the Demolition Effects Simulator (DES) for entry techniques. Soldiers will not damage the buildings anywhere other than at these predesignated positions to create breaches. Units may use chainsaws to create breaches in doors. When the unit follows the proper techniques to create a breach in a wall, the OC will replicate effects.

i. OCs will subjectively assess the effects of burning buildings caused by fires, explosions, etc. Buildings that are destroyed will be marked around their entire perimeter with orange tape and with a red chemlight on each corner of the building. Rooms identified as destroyed will be marked by two red chemlights tied together with orange engineer tape, draped over the window sill of the destroyed room (one chemlight tied on each end of the engineer

tape). Soldiers inside the room will be assessed IAW their BDA cards.

2-8: CONTINUOUS OPERATIONS: Is defined as the continuation of tactical operations and the application of all battlefield effects. JMRC replicates a battlefield where combat operations can occur at any time. However, to facilitate AARs, counterpart discussions, or to set the conditions for the next fight, the COG may direct a Suspension of Battlefield Effects in conjunction with Change of Mission Instructions.

a. **APPLICABILITY:** All Personnel participating or controlling exercises at JMRC.

b. **SUSPENSION OF BATTLEFIELD EFFECTS (SOBE):** Is defined as that period designated by the COG for separation of combat forces, conduct of AARs, recovery of maintenance NMC vehicles, recovery of KIA & wounded dismounts & reconnaissance forces both short of, and forward of the Line of Contact and applies to both BLUFOR and OPFOR.

SCATMINES: will not be in effect during the suspension period unless specified in COM instructions. The clock will stop on the minefield during the suspension period and be restarted when the suspension is lifted.

c. **RESUMPTION OF BATTLEFIELD EFFECTS:** Is defined as the time directed by the COG for Suspension of Battlefield Effects to be completed and all exercise participants are subject to battlefield effects.

d. **BLUFOR SPECIFIC INSTRUCTIONS:**

1. **REPOSITIONING:** BLUFOR units will follow OC instructions and COM instructions for all repositioning of forces.

2. **OBSTACLES:** No re-seeding or breaching of obstacles, or movement of Class IV/V is permitted during the suspension period.

3. **CASEVAC:** Casualty evacuation may not continue during the suspension of Battlefield Effects unless otherwise stipulated in COM instructions. All MCC times will be suspended until Resumption of Battlefield Effects. All KIAs, DOWs, and Casualties (Wounded, Priority, Urgent) will move, IAW OC instructions, with Catastrophic & Mobility Destroyed Vehicles to the "Dead Pool". CASEVAC will resume at Resumption of Battlefield Effects from the Dead Pools.

4. **CATASTROPHIC & MOBILITY KILLS:** will be consolidated and escorted to a "Dead Pool" by OCs. The Dead Pool will be established in the vicinity of the unit's UMCP to facilitate re-introduction of

vehicles and personnel to the unit. At no time will the Dead Pools be established in locations observed by the OPFOR.

5. RECOVERY OF

MAINTENANCE NMC VEHICLES: will continue during the suspension period to facilitate separation of forces. If the vehicles are not recovered before the effects are lifted or before a time coordinated with EXCON, the unit will lock the vehicle and be OC escorted behind LD for the next mission.

2-9 TACTICAL AIRBORNE OPERATIONS:

When conducting tactical airborne operations at the JMRC, units will execute operations IAW their tactical SOP and FM 90-26. All participating aviation and AF aircraft will operate ICW JMRC A2C2 SOP and JMRC EXPRO for deconfliction of airspace.

a. DZSO/DZSTL OPERATIONS.

Units will provide a trained, current Drop Zone (DZ) party for the conduct of all personnel or equipment drops, both real and notional. DZ's will be set up IAW unit SOP. The DZ party (Drop Zone Safety Officer (DZSO), Assistant Drop Zone Safety Officer (ADZSO), malfunctions NCO, Medical package) will operate as white cell on the DZ. DZ party will be escorted by OC teams while operating in the box. Drop Zone Support Team (DZST) party for equipment drops will set up the DZ IAW unit SOP and will operate tactically and remain competitive IAW JMRC EXPRO and, if compromised and engaged, will be adjudicated IAW with the JMRC EXPRO with the following exceptions:

1. If as a result of the adjudication of combat casualties, all required and qualified DZST party members and their alternates are assessed as casualties prior to the conduct of actual airborne operations, then OC's will allow the minimum DZST party to remain on the DZ with appropriate communications gear in order to provide Drop Zone coverage for the conduct of actual air resupply operations. The DZST party will be assessed as KIA's and must be reconstituted IAW JMRC EXPRO upon completion of the airborne operation.

2. OPFOR will not tamper with DZ markings for actual airborne operations once markings are emplaced.

3. BLUFOR units may either cache parachutes competitively at a collection point for later pick up, or provide a white cell parachute detail with sufficient transportation

assets to transport the airborne items used, or a combination of both. When a parachute detail is authorized, it must be coordinated through and escorted by OC's and occur after significant DZ assembly and security operations have taken place.

4. Rotational units will provide FLA support and a malfunctions NCO to provide emergency medical coverage on all airborne operations. This element will operate as white cell and monitor DZSO frequency. WHITE CELL FLA support will be escorted by an OC element for DZ coverage.

b. **MILES.** There is no grace period during airborne operations. Once a Soldier lands on the DZ, he will activate a canopy release assembly, place his weapon into operation, get out of his parachute harness and immediately don his MILES gear. OC's will assess Soldiers as casualties if they do not don their MILES gear in a timely manner.

c. **INJURIES/ACCIDENTS AS A RESULT OF AIRBORNE OPERATIONS.** All parties will take action IAW para 11-1c of the JMRCEXP. DZSO/malfunction NCO will be allowed to conduct duties at the accident scene IAW the appropriate regulation.

2-10 OPERATIONS IN CAVE COMPLEXES

Military operations in cave complexes will be adjudicated IAW paragraph 2-4 MOUT Operations.

1. Rubbling of caves is authorized by BLUFOR units. Units must be able to produce reconnaissance reports, calculations, and schematics of demo emplacements to the senior engineer OC. The senior engineer OC will determine if the calculations and placement of the charges will adequately rubble the cave complex.

2. BLUFOR units will have to physically demonstrate the capability to rubble a cave complex.

3. NO PYRO or Smoke will be used inside any cave complex.

4. If a cave complex is successfully rubbled, the PRO COB from the nearest MOUT site will be notified and dispatched to physically seal all apertures at the site. A visible sign marked "RUBBLED" will be placed on the main gate.

5. Cave complexes may be reconstituted as mission sets dictate.